MATERIAL FLOWS

Summer School: 10–15 June 2019
Application deadline: 13 May
Test Unit is an art, design & architecture summer school and public events programme. Contemporary urban development processes create more and more opportunities for consultation, and fewer and fewer opportunities for meaningful engagement and direct action. Over an intensive week-long workshop, Test Unit turns Civic House, a building in a post-industrial area in north Glasgow, into a temporary action-research lab, exploring ideas, materials, people and place.

Established in 2016, Test Unit has evolved in response to the rapidly shifting conditions in its host-space, Speirs Locks. The unique conditions of the area, caught between a motorway and a canal are the product of several centuries of industrial activity, overlaid in the last decade by bursts of speculative development.

Each year, Test Unit hosts chose a focus, and guest facilitators are invited to lead a group, and given the time, tools and space to explore and develop new ideas. By bringing together people from various disciplines and skill levels Test Unit creates an open forum for critical dialogue and peer-to-peer learning. Since 2017, Test Unit has been based in Civic House and adjacent outdoor sites which provide workshop, assembly and social spaces. Alongside the summer school, Test Unit puts on public events, talks and a workshop programme, open to all.

DATES

Test Unit 2019 will run 10–15 June. The application deadline is Monday 13 May, 10am.

There will be a meet-up information event at Civic House* on Tuesday 7 May at 6pm, to find out more about plans for this year, and provide a chance to discuss the programme and ask questions.

*26 Civic Street, Glasgow, G4 9RH
Cities are made up of overlapping material flows. At a time of rapid urbanisation, these flows are getting ever faster, denser and more complex. The construction industry accounts for 38% of total global emissions. Waste, water and air-borne pollution exacerbate existing spatial and social injustices and store up environmental problems for generations to come. In this context, it is increasingly urgent that we radically reassess how we relate to the material world: how we extract, process, distribute and dispose.

Through discussion, collaborative research, design and construction, this year's Test Unit invites contributors to consider our relationship with materials, along with the ecological, industrial and technological systems that bring them into being. Can we reveal, disrupt or reimagine these flows to create healthier, more resilient, more just cities? Is it possible to create self-sufficient networks within cities, networks in which materials and resources are the basis for means-orientated design? Can we use digital infrastructures to support this?

Responding to project briefs from our facilitators, whose backgrounds span arts practice, design, research, construction, data and technology we will use Speirs Locks as a site to experiment, build and learn. Whether speculative, performative or fantastical, the outcomes of the summer school will contribute to our collective understanding of material flows and their relationship to context, giving us space to think about new modes of production and exchange.
Who is the summer school for?

Test Unit aims to nurture a relationship between people and place through building capacity to initiate grass-roots projects. Our ambition is to encourage both 'lateral' and 'vertical' collaboration – i.e. cross-disciplinary and mixed skill sets – ranging from students, graduates, professionals and members of the local community.

What will we do?

The first day will be collective workshop or group build. Following this each facilitator will present their work and outline their brief and unit structure / process.

All participants will be invited to select their first and second choice of brief and the groups will be selected based on numbers, interest and mix of skills. Over the course of the next 3 days participants will work as groups (or 'units') that each respond to this brief set by the facilitator. To get a better understanding of the types of activity and potential outputs, we recommend watching the videos from previous years Test Units, which can be found at here. A full schedule of activity is outlined on page 10 of the summer school prospectus.

Who are the events for?

Events are open to everyone - these are designed to give people an opportunity to participate in Test Unit who aren’t able to commit to the full week of the summer school.
Neil McGuire
— A Feral Studio

Neil McGuire is a designer and design tutor who works on a range of projects and activities including; graphic design commissions, artworks, curation, learning and teaching, talks, writing, workshops and self-initiated projects.

Recent projects have included Livescore (a project bringing together young-people from three diverse locations to digitally collaborate on and perform a new devised production, with Imaginate) and Then/Now (a public art commission for Scottish Canals, undertaken with Minty Donald and Nick Millar). He is a co-founder of Test Unit, and a co-producer of Architecture Fringe festival. His interests include design and politics, education, architecture and the city, the impact of technology (both old and new) on society, and writing things about himself in the third person.

Parallel School Glasgow (with Sophie Dyer)

Parallel School offers an open environment for self-education in the broader context of art and design. Parallel School belongs to no one. Parallel School has no location. Parallel School is not teaching. Parallel School is learning.

It’s Not Very Nice That (with Keith Dodds)

An exhibition comprising a slice through contemporary politically engaged graphic design, which aimed to chart some of the modes of practise currently used by designers to explore, document and respond to political affairs.

The Golden Tenement
(with Marianne Anderson)

The Golden Tenement investigates urban regeneration and displacement, and explores how ideas of ‘city’ and ‘nation’ are manufactured through large-scale spectacles such as the London Olympics 2012 and Glasgow Commonwealth Games 2014.

Then/Now
(with Minty Donald and Nick Millar)

Three artworks installed in and around the Forth and Clyde Canal, Glasgow. They result from engagement with a wide range of people, animals, things and communities who use, inhabit, manage or are otherwise associated with the canal and its immediate environment.

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Facilitator:
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**Amica Dall**
—Assemble

Assemble is a multi-disciplinary collective working across architecture, design and art.

Founded in 2010 to undertake a single self-built project, Assemble has since delivered a diverse and award-winning body of work, whilst retaining a democratic and co-operative working method that enables built, social and research-based work at a variety of scales, both making things and making things happen.

Previous projects:

**Granby Four Streets**

Granby Four Streets is an ongoing community-led project to rebuild Granby, a Liverpool neighbourhood that was nearly made derelict by decades of poorly-planned regeneration initiatives. Along with local residents, Assemble founded Granby Workshop, a community orientated architectural ceramics workshop.

**The Sympathy of Things**

The Sympathy of Things is a 2 part radio series that explores the designed and manufactured world. The programme grew out of Assemble's collective, on-going research about the interaction between social and economic life and the designed and manufactured world.

**Baltic Street Playground**

A permanent child-led space where children can play freely and deeply, which is free to access, and where children come and go as they choose. The site is looked after by a group of three adults, who support the children in their play, cook food daily and provide warm and waterproof clothes to children from 6 to 12 years of age. The project grew out of a public art commission undertaken by Assemble with a group of children from Dalmarnock, East Glasgow in 2013.

**A Factory As It Might Be**

A Factory As It Might Be was an architectural installation at A/D/O by Assemble, Granby Workshop, Will Shannon & collaborators. The installation was set up as a model factory, equipped with clay and an industrial extruder.
Facilitators:

Toby Paterson & Raydale Dower

Mainly concerned with cities and modernist architecture, Toby Paterson is influenced by both his physical experience of a place (often on skateboarding journeys) and his interest in its history, asking 'what cultural, political and economic situation had made that place exist?' His work comprises of wall drawings, paintings and sculptural installations, which encourage the viewer to consider their perception of the built environment, architecture and the city.

Raydale Dower’s practice is wide-ranging and diverse with a sculptural approach to installation, sound, object, events and situations. A key element, maintained across Dower’s projects, is an interest in the treatment of space through the lens of cultural, social and sonic signifiers. Combined with a DIY ethos Dower often initiates projects and activates the potential within spaces or found objects provoking a shift in perspective and a demonstration of a new use.

Toby & Raydale are both Glasgow based artists and have had a long standing interest in working collaboratively across a number of projects. For the last five years they have been working together with the charity Glasgow Urban Sports (GUS) to establish an ambitious plan for an Urban Sports Sculpture Park beneath the M74 in the Port Eglington area.

Both their practices have a relationship with the architectural and social form, materiality and the belief in the pressing need for innovation in the creation of public space.

Previous projects:

Toby Paterson: Penumbralism
An exhibition presented at Civic House that explored the ‘grey areas’ of Glasgow - those locations that represent the unresolved, the overlooked or the simply discarded.

Raydale Dower: Intervals
Intervals is a sound and light installation evolving continuously over 72hrs and 22mins. Silence punctuated by fragments of sound and light / isolated moments of cheering crowd / light and dark / electronic feedback / excerpts of music / a smoke filled but otherwise empty theatre space / time is altered.

Toby & Raydale: Urban Sports Sculpture Park
Together with charitable organisation Glasgow Urban Sports (GUS), Toby & Raydale designed an aesthetically intriguing urban sports park that utilises the M74 flyover as cover.

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Facilitators:
Lizzie Malcolm & Daniel Powers — Rectangle

Rectangle is an interface design studio based in Glasgow, Scotland, founded by Daniel Powers (US) and Lizzie Malcolm (UK) in August 2017. They work with information and technology and content and form to develop projects in various media.

For many years, Dan and Lizzie were based in The Netherlands and currently teach in the Non-Linear-Narrative master at the Royal Academy of Art in The Hague. Lizzie also teaches in the Communication Design master at The Glasgow School of Art.

With a focus on what they call “site-specific interfaces”, Rectangle writes software, builds tools, creates archives, designs interfaces and explores technologies. All projects are designed and developed in-house. Outcomes encompass the physical and digital. Computation is central, but not always visible.

Previous projects:

Out of Data
Out of Data is an ongoing research theme at the Centre for Interdisciplinary Methodologies at Warwick University. Themes are around the idea of data as the new oil or data as water, as a material that is valuable and also precarious.

Client Earth Timber Map
Client Earth works to protect the environment through advocacy, litigation and science. This map enables lawyers and activists to access documents and resources relevant to timber regulation in the countries in which they work.

Make Works Extension
As you browse IKEA.com, various characteristics about the product are extracted from the page. The type of item, its color, its material, and other properties are used to query other websites and services and return results that offer alternatives to purchase, and promote resources related to redistributed manufacturing.

Critical Making
A website for the Critical Making consortium. Half document archive, half project information, the site is built to archive itself and its contents in various formats as a simple file directory ensuring future accessibility.
Richard Sennett grew up in the Cabrini Green housing project in Chicago. At an early age he became engaged with music, particularly the cello, attending the Juilliard School in New York, where he worked with Claus Adam, cellist of the Juilliard Quartet. A hand injury put an end to his musical career. He briefly attended the University of Chicago, then entered Harvard, studying history with Oscar Handlin, sociology with David Riesman, and philosophy with John Rawls.

Over the course of the last five decades, Richard Sennett has written about social life in cities, changes in labour, and social theory. His books include Families Against the City, The Hidden Injuries of Class, The Fall of Public Man, Authority, The Corrosion of Character, Respect, The Culture of the New Capitalism, Together, The Craftsman, and Building and Dwelling.

He has had a public career, first as founder of the New York Institute for the Humanities, then as President of the American Council on Work. For the last three decades, he has served as a consultant to various bodies within the United Nations; most recently, he wrote the mission statement for Habitat III, the United Nation’s environmental congress. Five years ago, he created Theatrum Mundi, a research foundation for urban culture, whose board of trustees he now chairs.

From its inception in 2011, Theatrum Mundi has been concerned with spaces of artistic and cultural production in the city. A core question at the heart of Theatrum Mundi’s research agenda is what is the relationship between the production of and the display of urban culture. In its fifth year, Theatrum Mundi assembled 60 artists, writers, architects, and researchers, working across London’s urban cultural fabric to address the following question: What are the infrastructural conditions for culture, and can they be designed into the city?

Over the course of the Test Unit 2019 week, Theatrum Mundi will be in residence in Civic House to build on research for their project ‘Making Cultural Infrastructure’. First initiated in 2016, ‘Making Cultural Infrastructure’ investigates what conditions of urbanity constitute the infrastructures for cultural production – the backstage of public cultural life. How do different configurations of this infrastructure shape the cultures of cities, and can they be consciously designed and planned?

During Test Unit, Theatrum Mundi researchers will contribute to the summer school by running a workshop with participants, that will in turn feed into the development of their research in residence.
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<th>MONDAY</th>
<th>TUESDAY</th>
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<tr>
<td>AM</td>
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<td>Collective workshop/group build</td>
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<td>Group work - final prep</td>
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<td>Group presentations / review</td>
<td>Group work</td>
<td>11.30 - group project presentations</td>
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<td>Collective workshop/group build</td>
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<td>Saturday School Workshops</td>
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<td>Night off</td>
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<td></td>
<td>Participants arrive</td>
<td>Facilitators present briefs (4 x 15 mins)</td>
<td>Pecha Kucha Talks at The Whisky Bond</td>
<td>Richard Sennett Talk at CCA</td>
<td>Night off</td>
<td>Food / drinks / music / party</td>
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<td></td>
<td>Introductions &amp; outline of Tuesday collective activity</td>
<td>Q&amp;A</td>
<td>Participants make brief / group selection</td>
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To apply to Test Unit 2019 go to: agile-city.com/test-unit

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<th>Event</th>
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<tr>
<td>Summer School meet-up/Information event</td>
<td>Tue 7 May</td>
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<tr>
<td>Application deadline</td>
<td>Mon 13 May, 10am</td>
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<td>Application responses</td>
<td>Wed 15 May</td>
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Summer school costs:
- £195 - Students / recent graduates
- £350 - Professionals
FAQS

Dates: Monday 10th June – Saturday 15th June 2019

Where: Civic House - in an area called Speirs Locks in north Glasgow, UK

How much does it cost?

£350 – general admission
£195 – student & recent graduate (2 years since graduation)

This fee includes:
A group activity on the first day and access to facilitators, all materials and workshop space for the rest of the week. Tickets to the extended events programme. Lunch, dinner, tea and coffee for each day of the summer school (Tuesday-Friday). The cost for the school does not include travel and any accommodation you may require.

Bursary places:
We’re keen that Test Unit is as accessible as possible so we offer a limited number of bursary places for people who would find the fees a barrier to participating. Please refer to the following guidance to assess whether you might be applicable to a bursary place:

• I have limited income, debt or other financial responsibilities that stop me from meeting my basic needs or restrict my expendable income.
• I am receiving ESA/JSA/ UC, DLA/PIP or working tax credits
• I am under or unemployed
• I am a full time/part time student and have little to no part-time work.
• My student fees are creating financial stress that stop me from meeting my basic needs or limit my expendable income.

If you require any further information on bursary places, please get in touch at hello@agile-city.com

When will I confirm my place?

Application deadline is 10am on Monday 13 May 2019. All applications will be reviewed at this point on equal terms. Early applications will not be given preferential consideration. We aim to review all applications and notify everyone by Wednesday 15th May.

Once applications have been decided and you’ve received your invitation to participate you have 7 days to confirm your place by making payment in full to Agile City (an invoice will be sent with payment details).

If you do not make payment, or can’t provide full proof of payment within 7 days your place will be offered to someone else.

Do I need to have previous experience or is there specialist equipment or materials I need to bring?

Test Unit is open to those from all levels of experience and from all disciplines. The methodology that each group adopts will be reflective of the range of skill sets and experience levels within the group. Participants should bring some basic working materials but no previous experience is needed to take part. All machinery and tools needed to fabricate work will be provided and all operational and handling processes will be taught as part of the induction.

I live overseas - can I apply?

Of course. We welcome as diverse a mix of participants and contributors as possible. The course will be delivered in English so having a good understanding of the language is essential. If you are selected to attend the summer school and would like to get some recommendations on places to stay while in the city feel free to get in touch and we can recommend some options.

I work in the industry and would like to include this as part of my CPD (continued professional development) – is that OK?

That’s ideal. If you are interested we can share with you our aims and expected outcomes from the project as a whole and if you’d like to discuss specific outcomes you’d be looking to achieve we can talk about this and discuss suitability.

I’ve changed my mind / I can’t attend any more, what happens?

If you’ve been accepted onto the summer school and have confirmed your place by making payment, we will aim to find a replacement for your position in which case we can issue a full refund. If however, if your place isn’t filled by someone else you will have to forfeit your payment.

Can I attend only a few days of the Summer School?

Unfortunately not. The summer school programme has been designed as a week-long process and all participants should attend for the whole week. We understand that a full week of programme is difficult to commit to so we have a series of talks and events running in tandem to the summer school programme for those who are interested but unable to attend the full week. The topics and contributors to these events will be complementary to the summer school programme. Tickets are available for single events.

Who has developed the project?

This year’s Test Unit has been produced by Agile City with programme and strategic direction from A Feral Studio. The project’s role and position within the area of Speirs Locks has progressed through close partnership working with Scottish Canals and Glasgow City Council.

I work for a company and we’re like to offer support to the project

Great! Get in touch with the team via hello@agile-city.com and we can talk about sponsorship and supporting opportunities.
THANKS!

SEE YOU AT TEST UNIT 2019!